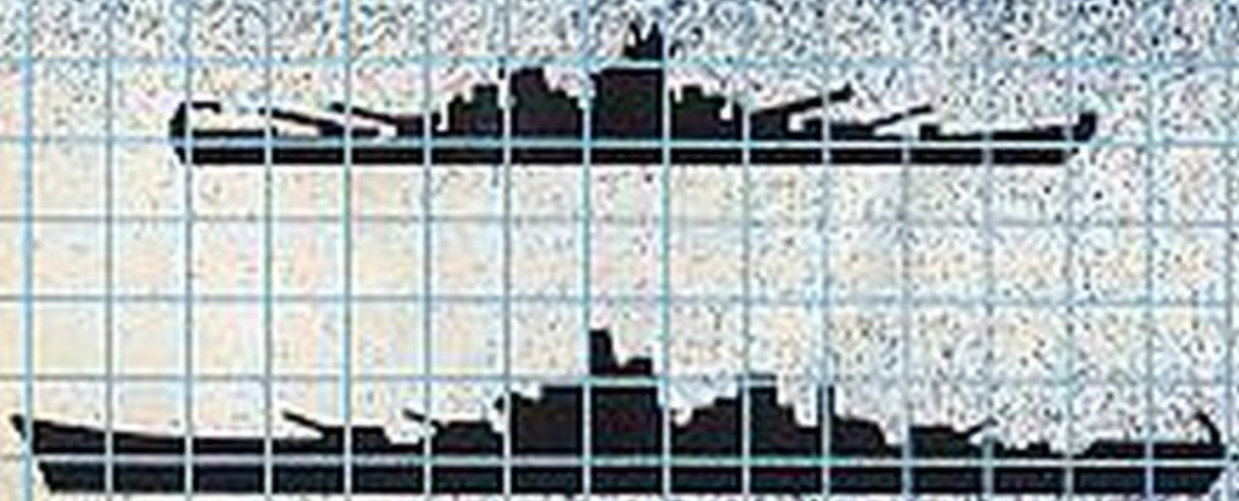
NES-BH-USA

BATTLESHIP™

THE CLASSIC NAVAL COMBAT GAME



MINDSCAPE

INSTRUCTION BOOKLET

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BATTLESHIP™

Instruction Booklet

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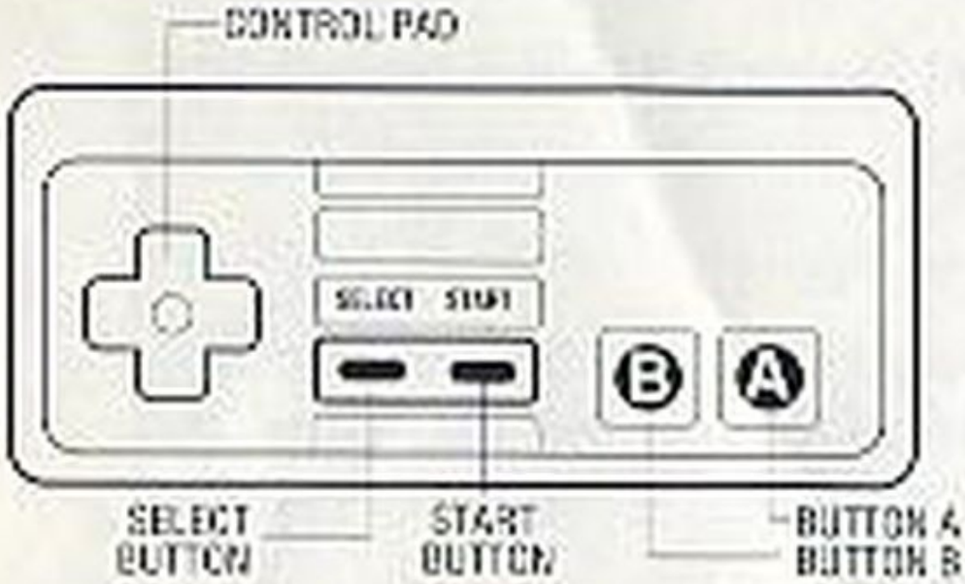
Starting the Game

To start the game:

1. Make sure your Nintendo Entertainment System® (NES) is turned off.
2. Put the *Battleship*™ game in your NES.
3. Turn on the NES.
4. At the title screen, press **Start**.

Note: To play with different levels and weapons, press **Select** to choose **Code**, then press **Start**. Use the Control Pad to enter the pass code, then press **Start**. See *Pass Codes*.

Game Controls



Control Pad:

Press ↑ ↓ → ← to position the current ship or aim weapons on the grid.

Buttons:

Start Begin the game.

Select Pick a special weapon.

A Place ships on the grid, accept the setup, and fire weapons.

B Change ship orientation to horizontal or vertical on grid.

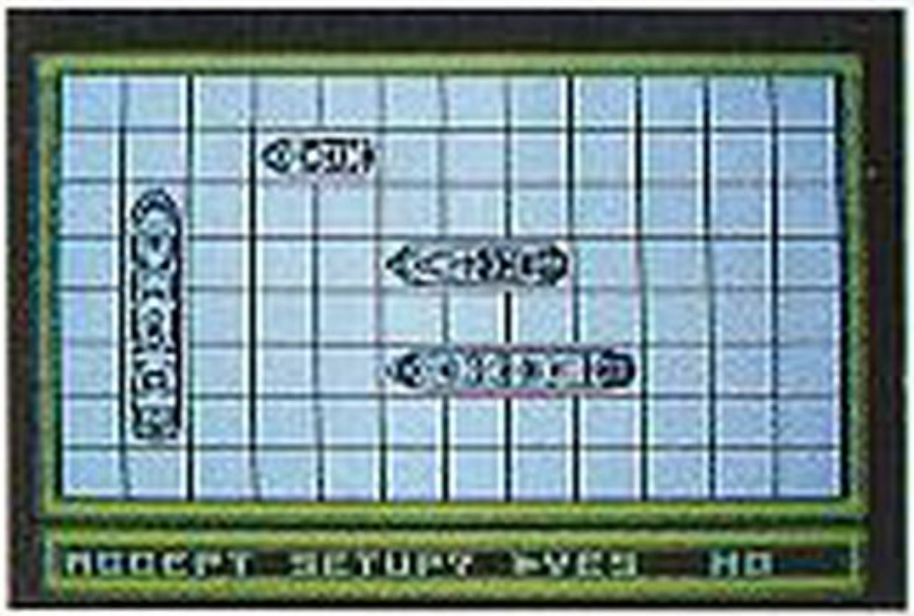
Playing the Game

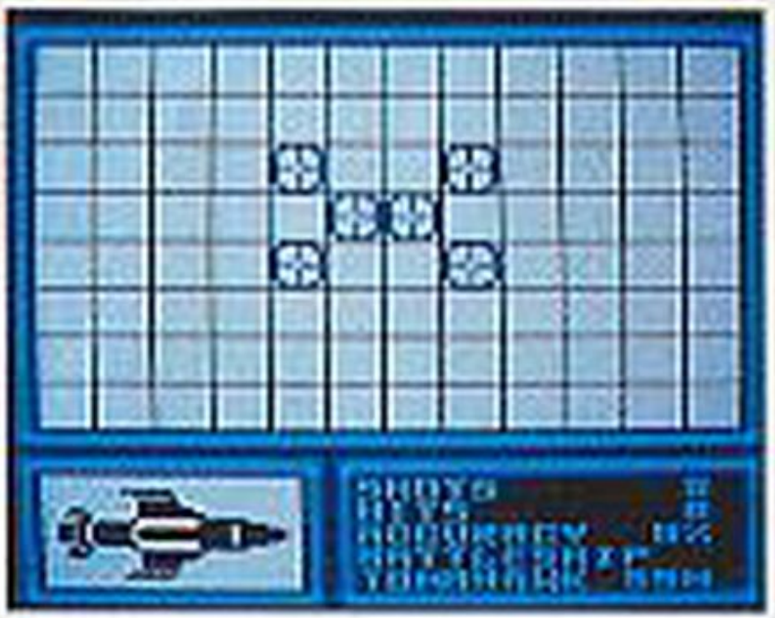
Game play involves two basic operations:

1. Positioning your warships for battle on the grid.
2. Using weapons and strategy to destroy your enemy's fleet before yours is destroyed!

The Grid

The *Battleship* grid is your battle field, twelve squares by eight squares. Use the grid to position your battle craft and to aim weapons at your opponent's vessels.





Battle Craft

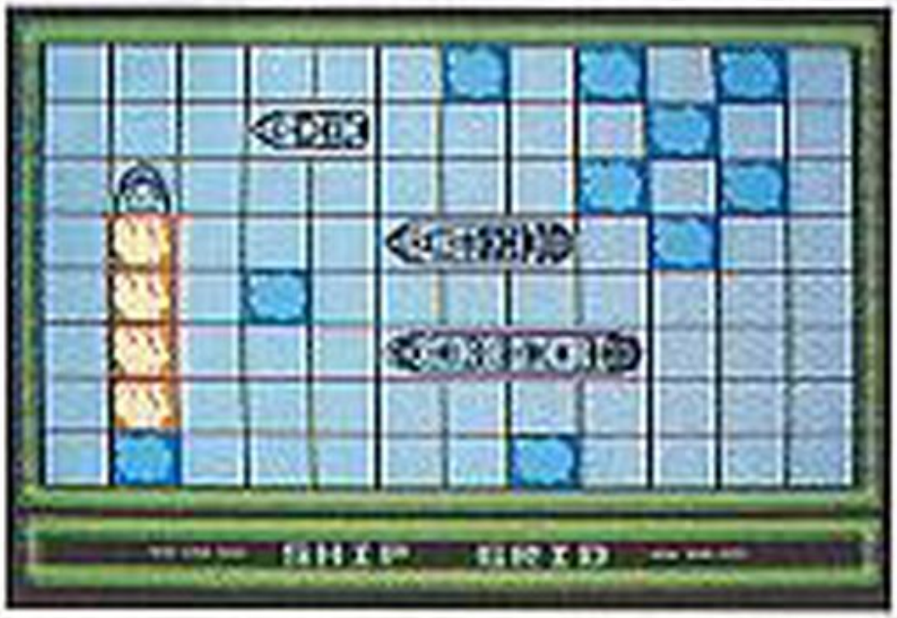
Before a battle, your ships appear, one by one, on the grid. Use the Control Pad to move them up, down, left, and right into position. Press **B** to rotate a ship from horizontal to vertical and back. Once you position a ship where you want it, press **A** to place it there.

After positioning your warships, you get a chance to reconsider your choices with a **Yes/No** box. Use the Control Pad to choose **No** and press **A** to start positioning over again. Choose **Yes** and press **A** to begin battle.

Battle Operations

Players take turns unleashing firepower on the opposing fleet. When it's your turn, your gun sights appear in the upper left square of the grid. Use your Control Pad to move the sights to the square on the grid that you want to target. Press **Select** to choose a special weapon and press **A** to fire.

A record of your shots appears on the grid as the game progresses. Blue circles are shots that missed, red circles are hits, and explosion icons show where you are hitting an enemy vessel. You must hit every square occupied by an enemy vessel to sink it. During your opponent's turn, you'll be able to watch as weaponry flies toward your ships. You'll also see the current state of your fleet on the grid.



Stages and Levels

The game *Battleship* has eight levels, each with five battles. You progress up the ranks, and get new ships and or new weapons as shown.

Level	Rank	Ships	Weapons
1	Lieutenant	Frigate	Polaris
		Destroyer	Asroc - 71
		Cruiser	Seadart
		Battleship	Tomahawk SSM
2	Lt. Commander	*Same as Lieutenant, plus...*	
		Submarine	MK-48X
3	Commander	*Same as Lt. Commander, plus...*	
		Destroyer	Asroc - 71
			Sonar
4	Captain	*Same as Commander, plus...*	
		Cruiser	Seadart
			Aerial Recon

5	Rear Admiral	Same as Captain.	
6	Vice Admiral	*Same as Captain and Rear Admiral, plus...*	
		Carrier	P-3 Orion
7	Admiral	*Same as Vice Admiral, plus...*	
		Battleship	Tomahawk SSM Harpoon SSM
8	Fleet Admiral	*Same as Admiral, plus...*	
		Carrier	P-3 Orion Tales

Weapons

The standard missile on all ships is the RIM-64. You have an unlimited supply. In addition, depending on the level, you have a limited supply of special weapons.

Weapon	Type of Ship	Description
Polaris	Frigate	Four warheads that strike four different squares.
Asroc - 71	~~Frigate~~ Destroyer	Also has four warheads, but fires a wider spread.
Seadart	Cruiser	Five warhead missile.
Tomahawk SSM	Battleship	Cruise missile that can strike six squares.
MK-48X	Submarine	Flying torpedo that hits five squares compacted.
Harpoon	Battleship	Is equal to Tomahawk with a different pattern.
Talos	Carriers	Fires an L-shaped pattern.
Aerial Recon	Cruiser	Reconnaissance missions to detect enemies.
Sonar	Destroyer	An 8-square submarine sensor.
P-3 Orion	Carriers	A sub-hunter that can also attack other ships.

Pass Codes

As you win each level, you get a four number password that lets you go directly to the next level from the start-up menu. It's a good idea to write down the passwords as you master each stage, because they are hard to remember.

To begin play at an advanced level, choose **Code** on the *Battleship* game title screen, then press **Start**. Use the left and right Control Pad arrows to move the cursor left and right through the four spaces in the password. For each space, press the up and down Control Pad arrows to cycle through the numbers. When you've entered the password correctly, press **Start**.

Tips

- **Lay down a pattern**. A method for firing at enemy ships on the battle field helps. Remember how many squares your enemy's remaining battle craft occupy, and don't waste your fire power—and time—firing into random single squares that can't hold anything bigger than a submarine (unless that's what you're after).
- **Use your extra firepower wisely**. You have a limited number of items providing extra firepower and tactical strength. Don't squander them all at the start of a battle. Each weapon is on board a particular vessel, so, when that vessel sinks, you lose the weapon. For example, if your battleship has taken four hits (one more and she goes down) and you haven't used your Tomahawk, put it into action immediately.
- **Spread your ships apart**. Your enemy is very accurate, and has certain advantages. Keep your ships spread apart so that the enemy can only shoot one of your ships with the more powerful items.
- **Keep your submarine separate**. The enemy tends to fire at squares next to one already shot. You can use this to your advantage. Position the submarine away from larger ships, and make your enemy take longer to find it.
- **Reset if it looks too bad**. Remember, you can always start each level over, if the enemy gets lucky on the first shots.

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